JUSTIN SACBIBIT

2A Software Engineering

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SUMMARY OF QUALIFICATIONS

Programming Languages Objective-C, JavaScript, Swift, C++, C#

APIs & Protocols iOS SDK, Node.js, Express, Mongoose, JSON, REST

Tools XCode, Git, vim, Bash

· Passionate self-starter with initiative and the desire to learn

- · Quick to learn unfamiliar technologies and adapt to changing environments
- · Motivated team player who understands and follows instructions with ease and minimal supervision

EXPERIENCE

Wattpad

iOS Developer

April 2014 - August 2014

Toronto, ON

- · Programmatically implemented a redesign of the iOS native user profile
 - · Contributed to implementation of key features such as the ability to archive stories
 - · Improved availability of data through caching, and investigated excessive server calls
 - · Worked with designers to improve the user experience and eliminate usability issues
 - · Helped ensure code quality by writing unit tests and participating in code reviews
 - · Analyzed and resolved major bugs, crashes, and performance issues

PROJECTS

Casa

iOS Client

September 2014 - Present

Hack the North

· Service being developed to provide students with an easy way to find sublets based on key criteria

- · Utilized third party frameworks like AFNetworking, Bolts, Facebook KVO, Google Maps SDK
- · Assisted backend developer by defining requirements and providing documentation for REST API

omi

August 2014 - Present

Personal Project

REST API & iOS Client

- · Application being developed to help people keep track of who owes them what
- · Utilizing Express, Mongoose, and Passport to build a back-end web server on Node.js
- · Planning native iOS client which will apply knowledge of interfaces and asynchronous networking

EDUCATION

University of Waterloo

September 2013 - Present

Candidate for Bachelor of Software Engineering, Class of 2018

Relevant Courses

- · CS138: Introduction to elementary data structures and their implementation in C++
- · ECE150: Introduction to the fundamentals of object oriented programming with C#